Guard Room
Entrance
Library
Corridor 1
Copper 1: 1 Curse, 1 Copper treasure
Copper 2: 200 gold, 1 Copper treasure
Copper 3: 1 Conquest Token, 1 Curse, 1 Healing potion
Silver 1: 2 Curse, 1 Conquest Token, 1 Silver treasure
Silver 2: 1 Vitality potion, 1 Silver treasure
Silver 3: 2 Curse, 1 Conquest Token, 1 Silver treasure
Gold 1: 3 Conquest Token, 2 Curse, 1 Gold treasure
Gold 2: 2 Curse, 1 Conquest Token, 1 Gold treasure
N
4
4
5
Corridor 2
The Den
Galbinak's Lair
Arcane Room

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A Damzell in Distress

By shaman_wife

Scenario Background

As you are sitting quietly enjoying a mug of the local swill at the town's inn, you notice a young man standing in the doorway. He looks tired, his clothes are tattered, torned and dirty. You can see the distress in his eyes, feel the anguish in his heart.

You quickly get up and help the poor lad make his way to your table. You ask the innkeep for food and drink for the poor soul. Once the color starts coming back to his face, your curiosity gets the better of you so you bluntly demand that he tells you his tale.

"My name is Friedric and my story is one of deep sorrow" he says. With watery eyes, he explains his ordeal...

"A week ago today, I wedded the love of my life. She is a beautiful, frail little thing with a kind and caring heart. As we were travelling on the country road to our new home, we were attacked by snarling beastmen that carried my bride away to a tower in ruins some way off the road, leaving me for dead. I waited cowardly until they were out of sight and tried to get into the ruins. I made it to the entrance and from what I could see, there must be catacombs that didn't collapse underneath the ruins. I found this map under a rock close to the entrance. It's covered in blood, which doesn't bode well. I can't rescue her myself because it is rumored that this tower was home to Galbinak the demon. How am I to defeat a powerful demon? Is there no hope for my beautiful Miranda?"

Mission Goals

Being brave adventurers with a soft spot, you grab the map from Friedric's trembling hands and vow to slay Galbinak the demon and free Miranda. You start with 5 Conquest Tokens and all the courage you can muster.

The Entrance

You find yourselves in a decrepit corridor. There is no door, but you can see a flight of stairs that leads down into the dark. The air is dank and musty. You can hear creatures roaming below.

The Guardroom

As you enter the guardroom, you can see some beastmen feasting on a freshly killed corpse. There are piles of bones in every corners and suddenly, two of those piles are coming to life...

If a heroe steps on the event marker, read the following:

You suspiciously poke at the remains of the corpse, making sure it won't come back to life and attack you. You deduce that it was probably some sort of lone adventurer in search of some glory. You search shamelessly through his remains and find a piece of parchment. You unfold the piece of parchment and read:

Only one with the Blade of Light may slay Galbinak. It can be found...

The rest is torn!

Corridor 1

The door opens to reveal a corridor. You try to listen, but can only hear a faint sound of people mumbling.

The Library

As the door opens, you see a badly kept library. You have stumbled upon two sorcerers, up to no good no doubt, and their hound. There is a flight of stairs at the far end of the room.

If a hero steps on the event marker, read the following:

As you search through a pile of old and dusty books, you find only one book that is writen in your language. When you open the book, a cloud of dust rises.

The hero holding the book rolls 1 Power die. On a blank, nothing happens. On any other result, read the following:

You gasp in surprise and breathe in the poison (Hey! Knowledge comes at a price!). You get 2 poison wounds ignoring armor.

If the hero survived the poison:

You notice a partly torn page. It's the rest of the parchment that you've found on the dead guy!

It says that the Blade of Light can be found in the Arcane Room, but is guarded by Vorik.

If the hero doesn't survive the poison and another hero picks up the book:

You slowly pick up the book, careful not to rise another cloud of poison dust. You notice a partly torn page. It's the rest of the parchment that you've found on the dead guy!

It says that the Blade of Light can be found in the Arcane

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Room, but is guarded by Vorik.

Corridor 2

As you reach the bottom of the stairs, you step in a long corridor. Coming from the east side you hear the sound of scything blades slicing the air and cobwebs hang from the walls and ceiling. The west side of the corridor looks a little more inviting... maybe too inviting.

Important: The blue rune locked door will only open if a hero wielding the Blade of Light is standing in front of it.

The Den

Two Ferrox were putting away their treasure. They turn to you with nasty grins, ready to defend their possessions.

The Arcane Room

The door creaks open to reveal two piles of bone coming to life. To the south of the room, you see Vorik's eyes starting to glow.

Important: Vorik has the same ablilities as the master Golem, but has +4 wounds and +2 armor. The hero that kills Vorik receives 200 gold.
When Vorik is killed, replace the corpse with the Blade of Light marker.

Galbinak's Lair

You look into the room and try to see if Miranda is still alive. You can see the poor thing in a back corner, lying on the floor. There is no way to tell if she is dead or alive. You will have to slay the demon if you want to find out.

Galbinak turns his head and looks at you, surprised that you have made it this far. "You might have made it through my minions and traps, but you will not live to tell your tale. Prepare to die, fools!"

Important: Galbinak has the same abilities as the master demon, but as +10 health and + 7 armor. Only the Blade of Light can wound him.

If a hero kills Glabinak:

With one last thrust of the Blade of Light, you bring Galbinak to his knees. He looks at you with disbelief in his eyes, and in a loud howl, his body falls to dust.

As you bend over Miranda, you can see that although unconcious, she is still breathing.

The heroes get 4 Conquest Tokens for slaying Galbinak and returning Miranda sage and sound to her beloved Friedric.

If Galbinak defeats the heroes:

"You truly were unworthy, fools" says Galbinak. He turns to Miranda, picks her inanimate body, and disappears forever.

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